



Floreat Scout Group

Welcome Pack

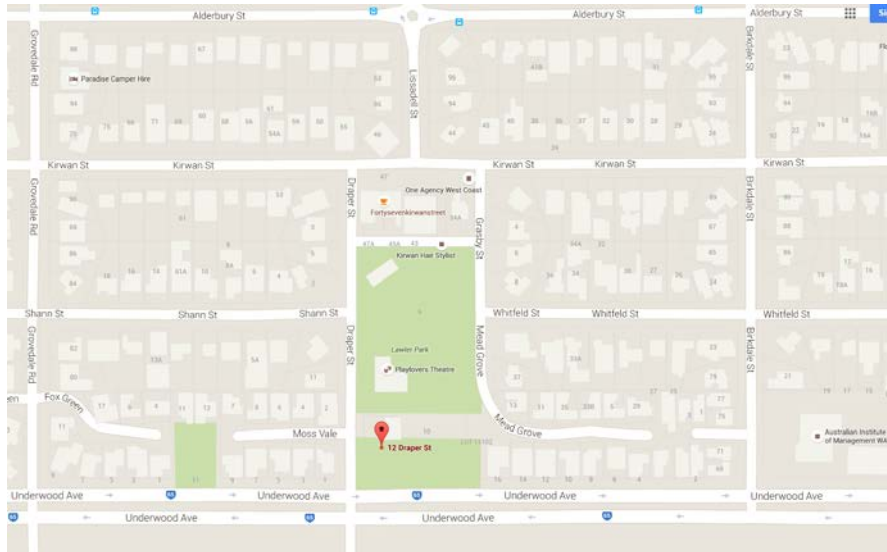


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Location

12 Draper St, FLOREAT WA 6014



Group

Group Website: <http://floreatscoutgroup.weebly.com>

Facebook (secret group*): <https://www.facebook.com/groups/floreatscouts/>

*Access will be granted once member is active and fees have been paid. You will need to request access.

Postal Address

12 Draper Street
FLOREAT WA 6014

Meeting Times

Joey Scouts

Meeting: Wednesdays 5:15 – 6:15

Cub Scouts

Eagles: Tuesdays 6:30 – 8:00

Falcons: Thursdays 6:30 – 8:00

Scouts

Meeting: Wednesdays 6:30 – 8:30

Venturers

Meeting: Wednesdays 6:30 – 8:30

New Members

On their first night, before being permitted to participate in meeting activities, new members must complete the following forms

- Application For Youth Membership (Y1)
- Annual Health Statement (H1)

This ensures that every member is covered by Scouts WA insurance.

The first three weeks are considered a no obligation introductory period, and there is no charge. If your child wishes to attend activities away from the hall during this time, you will need to complete a consent form (Y3) and have your child accompanied by a parent or guardian.

If you and your child decide to join our Group at the end of the introductory period, he or she will be formally welcomed into the group in an investiture ceremony. You will need to pay membership fees prior to investment. Your child will need to be in uniform for the investiture, so please refer to the uniform list for the Section they are joining.

Once your child is invested as a Scout, they become a member of the Worldwide Scouting Movement of over 60 million people!

Behaviour

Our Group expects behavior that reflects the Scout Law and Promise. We have a duty of care to the whole Group, and any behavior that is disruptive, aggressive or bullying will not be tolerated and may result in suspension. We will contact you first if any issues emerge.

Please let us know of any challenges or difficulties your child may have, and ways of managing these that you have found useful.

Forms

Apart from the Membership form, there are a number of forms which will need to be completed throughout the year. These forms also have insurance implications, and include:

- Annual Health Statement (H1)
- Consent To Attend An Overnight Activity Or Day Event (Y3)

Please don't put your Leader in the difficult position of having to deny your child the opportunity to take part in an activity because the required form has not been completed.

The Group

Parent Involvement

One of the great things about Scouting is that it brings together people with a wide range of skills, interests and experience. The list of ways you can contribute to the group is long and varied. Please do not hesitate to speak to our wonderful Leaders if you have any suggestions or queries.

Group Support Committee

The Group Support Committee assists the Group Leader in providing the resources needed by the Section Leaders to run safe and effective programs. It does not have any role in the training of youth members. The Committee's main office bearers are Chairperson, Secretary, Treasurer and Quartermaster. Other positions include membership, fundraising and general committee members.

Committee meetings are held on the first Tuesday of the month.

The function of the Group Committee include:

- Ensure the Group has adequate funding to enable it to provide high quality programs to the members at an acceptable cost.
- Ensure proper records are kept and all funds are accounted for
- Hall bookings and maintenance
- Assist the Group Leader with the implementation of the Group Plan and receive reports on progress

We are always looking for new Committee members, if you would like to help then please contact the Group Leader. For a couple of hours per month you will be providing a valuable service to the Group.

Fundraising

The Group is constantly looking for ways to raise funds for equipment, exciting programs, hall maintenance amongst other things, and to keep Group fees down. There are a number of ways you can get involved, through formal fundraising activities such as sausage sizzles through to assisting with grant applications.

It is our expectation that all families will contribute to the success of the Group in one form or another.

Working With Children Check Card

All Leaders, Adult Helpers and regular helpers must have a WWCC card. This is not negotiable. WWCC application forms are available from any Post Office and can be signed by the Group Leader.

Communication

Group Leader, Nichol de Saxe

gl.floreat@outlook.com

Unitile: 0411 157 700

Feedback

We encourage and appreciate any constructive feedback, both positive and negative, about the way we run the Group and Sections.



Fees

To be a fully participating member of the Floreat Scout Group there are **two sets of fees** to be serviced.

	Child1	Child 2	Child 3	Child 4
Branch Fees	\$184	\$147	\$120	\$92
Group Fees	\$70 term or \$280 pa	\$60 term or \$240 pa	\$50 term or \$200 pa	\$40 term or \$160 pa
Total	\$464	\$387	\$320	\$252

Fees for Cubs, Scouts, Venturers

	Child1	Child 2	Child 3	Child 4
Branch Fees	\$184	\$147	\$120	\$92
Group Fees	\$35 term or \$140 pa	\$30 term or \$120 pa	\$25 term or \$100 pa	\$20 term or \$80 pa
Total	\$324	\$267	\$220	\$172

Fees for Joeys

Scouts WA Fees

This annual fee, charged by Scouts WA, is called a Branch Fee.

Branch fees are paid directly to Scouts WA and contribute towards the cost of membership of Scouts WA, Scouts Australia and the World Organisation of the Scouting Movement (WOSM). This fee also covers the insurance levy and all administration.

- No member of any Scout Group is allowed on camps or excursions without Scouts WA Membership.
- This fee is emailed to Members by Scouts WA each year on the anniversary of the child joining Scouts. Payment is made directly to Scouts WA.
- Discounts apply to families that have more than one child registered with Scouts WA.
- Failure to pay this invoice on time will result in the Member being delisted.
- Enquiries about Branch Fees can be made to: enquiries@scoutswa.com.au

Payment of Branch fees are to be made **when invoiced** to

BSB: 036 011

A/C: 821220

Make sure you include your name, child's name and group name.

Floreat Scout Group Fees

This term or annual fee, charged by the Floreat Scout Group, is called a Group Fee.

Group fees are paid directly to Floreat Scout Group and contribute towards the cost of scarves, badges, leader training, equipment, weekly activities, hall maintenance and utilities.

- In January of each new year a **Fee Notice** will be sent to all registered Members by email.
- For Members who join in Terms 2,3 or 4, the Floreat Scout Group Treasurer will send a **Revised Fee Notice** by email.
- It is not the intention of Floreat Scout group to place any member under financial stress. If you wish to discuss any alternate payment schedule, please contact the Group Leader on gl.floreat@outlook.com
- To contact the Floreat Scout Group Treasurer, please mail floreattreasurer@gmail.com
- Payment of Group Fees is made directly to the Floreat Scout Group

Payment of Group fees are to be made **when invoiced** to

BSB: 036-011

A/C: 496392

Make sure you include the name of the child and section of the group.

Additional Fees / Expenses

- Uniforms – All Joeys / Cubs / Scouts / Venturers must wear the correct **shirt**. They can be ordered through the Scouts WA shop. Information can be found at <https://www.scoutswastore.com.au/>
- Camps, day trips, and some activities – all attract **fees**. These will be communicated by Leaders to Members as they arise. Term **planners** are distributed at the start of every term.

Discounts

- Adult Volunteers – Are not required to pay a Scouts WA membership and will have the Group Fees for one child waived upon undertaking regular volunteering with the Group.
- Executive Committee Members - Are not required to pay a Scouts WA membership and will have the Group Fees for one child waived upon taking an Executive Committee position with the Group.

Other Volunteering

In 2018 the Australian Government initiated a new Unitage that determines a family's child care entitlements.

The Floreat Scout Group are pleased to offer families volunteering opportunities as per the Unitage's 'Recognised Activities' schedule. To start a conversation with the Floreat Group Leader, please contact gl.floreat@outlook.com

Scout Shop

Location: Scout Headquarters
133 Scarborough Beach Road MOUNT HAWTHORN
Phone: 6240 7700

Opening Times: Tuesday 10am to 2pm
Thursday 11am to 3pm
Saturday 9am to 12pm

<https://www.scoutswastore.com.au/>
for online shopping with free delivery



Adult Leaders



If you are interested in becoming an adult Leader there are a number of different roles available that you may not be aware of:

Section Leaders and their Assistant Leaders

These are adults who are in charge of a section (Joeys, Cubs, or Scouts) and have completed section training. They are involved in programme planning, organising games and assisting with badge work.

Adult Helper

In this role you may assist the Leaders in the running of the Section. For example, you might collect activity money and consent forms, assist in activities, etc. The uniform for this role will be a group shirt and scarf as you will be registered as an adult member of Scouts WA. The training for this role is completed online through e-learning. You must have a WWC Card.

No skills are required, just a willingness to learn and have fun! Please talk to your section leader if you would like to be a leader or adult helper.

Leader Costs

All costs for adult Leader training, uniform, section and annual registration are met by funds raised by the Group committee. There are also discounted youth membership fees for the children of Leaders, assistant Leaders, and major committee members.

Leader Training

Leaders must complete a series of training modules before they can run a Section. This involves a number of weekend activities, which will be discussed at the time of the initial interview.

Sections

All sections are for any youth, girls and boys. Each section is aged based and is designed to grow, develop and challenge the child as they progress through Scouting. Each section provides a badge system that provides a means of encouraging the child to achieve.

Each section has trained Leaders who have been through a nationally accredited training program.

All Scouting members are required to wear a uniform that currently is made up of a shirt and Group scarf. Each youth member's shirt identifies the section that they belong to via a coloured insert across their sleeves and shoulders.

Ochre = Joeys



Yellow = Cubs



Green = Scouts



Maroon = Venturers



Red = Rovers



Ages

Each section has an age range outlined as below:

- Joeys (ages 5 to 8)
- Cub Scouts (ages 8 to 11)
- Scouts (ages 11 to 14)
- Venturers (ages 14 to 18)
- Rovers (ages 18 to 26)

Transition

As the youth transition up to the next section, they are guided through a linking scheme which requires them to complete a number of set activities. This is usually done in the new section under the guidance of the section Leader. It also provides the youth time to get to know the members of the new section and to understand how they operate.



Joey Scouts (ages 5 to 8)



Joey Scouts are boys and girls between the ages of six and eight. This Section provides an introduction to Scouting through a wide range of enjoyable activities. The activities are aimed at helping the Joey Scouts learn about themselves, nature, helping others and finding fun in accordance with the Joey Scout theme "Helping Other People".

The Joey Scouts form what is called a Unit that is made up of no more than 20 children. The Unit is led by adult leaders. The Unit can then be broken into small groups using an ad-hoc approach, as there are no permanent structures as in other Sections. Joey Scout helpers are also encouraged and must be at least 15 years. The minimum age for a Joey Scout Leader is 18.

Leaders are not referred to as Mr or Mrs, but names from the friends of the forest in the Australian bush or Aboriginal names, for example Brolga, Bilby, and Wombat.

What Joey Scouts Do

Joey Scouts do a wide variety of things in their Section. Some of these include cutting, drawing, colouring, painting, playing games, making musical instruments and singing, flying kites and listening to stories.



Program Style

At this age children need experiences which help them learn to work and play in groups, mix with adults outside home and school environments, and develop their physical, intellectual and social abilities through active experiences. The above Joey Scout Promise, Law and Theme 'Helping Other People' sets the direction upon which activities are based, such as telling stories which give concrete expressions of sharing, helping and caring, using action songs, exemplifying the values in games, activities, crafts etc.

Section Meetings

This Section can meet for up to 60 minutes weekly and the general content of programmes include nature activities, games, finding out about themselves. Day / half day outings are encouraged.

Ceremonies

There is a simple standard for the opening, closing, welcoming, and going up ceremony (when a youth member moves to the next section). The opening and closing ceremonies can vary, but there are core elements that must be included: The Leader breaks the flag for the opening ceremony, the Joey Scout may salute when the flag is broken, the Joey Scout theme 'help other people' will be spoken, the Leader lowers the flag for the closing ceremony and a short prayer of thanks is used.

Joey Scout Uniform

Joey Scouts have specific uniform requirements. Compulsory items are marked with an asterisk.

Joey Scout Polo Shirt (sizes 6- 12) *	Scout Shop	\$20
Shorts or trousers [dark blue, no jeans] *		
Joey Woggle *	Group	-
Covered shoes *		
Group polo shirt [with Group logo]	Group	\$25
Hat [baseball or bucket style] *	Scout Shop	\$10
Group Scarf	Group	-
Badges	Group	-
Jacket [with Scout logo]	Scout Shop	\$37
Scout Belt	Scout Shop	\$15.40

Cub Scouts (ages 8 to 11)



Cub Scouts are boys and girls between the ages of eight and eleven. The objective of the Cub Scout programme is to provide a group environment which is intellectually stimulating, physically vital, and directed towards satisfying the child's basic need to face and overcome challenges. The activities are based on the natural sense of fun and enthusiasm of this age group and thus the training is achieved largely through games, interaction in small groups and activities.

Cub Scouts comprise a Unit which is limited to 24 Cub Scouts of four Patrols. This may expand depending on the number of Leaders. Cub Scout Patrols are led by a Patrol Leader. A Patrol Leader is generally one of the older Cub Scouts and is appointed by the Cub Scout Leader, in consultation with other Leaders, because of known leadership qualities. The Patrol Leader is liked and respected by others in the Six. A Patrol Leader is identified by a stripe with 'Patrol Leader' on the left pocket of their uniform. A Patrol Leader is helped by an Assistant Patrol Leader (a helper) who is identified by a stripe with 'Assistant Patrol Leader'.

A Second is also one of the older Cub Scouts and is appointed by the Leaders in consultation with the Patrol Leader concerned. Some leadership qualities have been shown by the Second to be appointed, and he/she stands in for the Patrol Leader and benefits from working with the Patrol Leader.

Types of Activities

Cub Scout activities should be short and wrapped up in the spirit of make-believe. Games of every sort should be played to ensure balanced training. Leaders use general Unit games, inter-Patrol games, sense-training games, relays, and games that help in the practice of badgework tests. Stories, that involve adventure, romance, humour, history, etc., are used and help Cub Scouts to more easily understand the meaning of their Promise and Law through analogy, stories and plays. Play-acting such as charades also allows the children to use their imagination freely. Handcrafts are another important activity of Cub Scouts and aim to help children use their fingers and their head to satisfy their creative instinct and to encourage hobbies in their spare time at home.

Program Style

The major feature of the Cub Scout programme is catering for the tastes and enthusiasm of the small child presenting a programme that is based on their natural developments tied together with a code of morals.

Unit Meeting

Floreat Scout Group has two Units and they meet on Tuesdays and Thursdays. Both Units run the same program and combine for activities and camps. Unit meetings commence with the Grand Howl and flag ceremony and may be followed by a short talk, a yarn, games, and other activities. The Grand Howl is a universal yell used by Cub Scouts all over the world. It is a greeting to their Leader and a challenge for each Cub Scout to do their best to keep the Cub Scout Promise. It is also the highest form of appreciation a Unit can pay to any visitor or friend.



Ceremonies

Aside from the Grand Howl there is also an investiture for new Cub Scouts that involves them reciting the Cub Scout Law and then making the Scout sign and repeating the Cub Scout Promise after the Unit Leader. Other ceremonies include Badge presentations and a 'Going Up' or 'Linking' Ceremony from the Cub Scout Unit to the Scout Unit.

Cub Scout Uniform

Cub Scouts have specific uniform requirements. Compulsory items are marked with an asterisk.

Cub Scout Button Up Shirt (sizes 8-18) *	Scout Shop	\$25
Shorts or trousers [dark blue, no jeans] *		
Wolf Woggle *	Group	-
Cub Scout Record Book *	Group	-
Covered shoes *		
Group polo shirt [with Group logo]	Group	\$25
Hat [baseball or bucket style] *	Scout Shop	\$10
Group Scarf	Group	-
Badges	Group	-
Jacket [with Scout logo]	Scout Shop	\$37
Scout Belt	Scout Shop	\$15.40

Scouts (ages 11 - 14)



Scouts is for young people aged between 10.5 and 15 years. At this point in their lives Scouts show great enthusiasm for activities that give them a sense of achievement and follow their special interests with intensity. Trained Leaders use these characteristics to help make Scouting an experience in which young people gain character-developing qualities while having fun. During their years in Scouts they aim to earn a series of Badges, which give them knowledge of basic Scouting skills and mark achievements in areas such as citizenship, campcraft, water activities and improving the environment.

Patrol System

This is the basis of the Scout Section and the principal means by which young people are trained to become responsible citizens. Lord Baden-Powell, the Founder of Scouting, recognised that young people delight at forming themselves into small gangs or cliques each under its own leader whether for work, fun, or mischief. He made use of this natural organisation and called it the Patrol System.

Boys and girls are formed into stable Patrols of four to eight members. A Patrol Leader is appointed as head of the Patrol and is responsible for the training and development of the Patrol, setting and achievement of goals, fostering the group life of the Patrol, and the well-being and advancement of the Patrol to name but a few.

The Patrol Leader also chooses an Assistant Patrol Leader subject to the approval of the Unit Council and Scout Leader. The Assistant Patrol Leader takes the place of the Patrol Leader when they are absent and otherwise assists in running the Patrol.

The value in the Patrol is that it provides:

- The basic unit for activities and training
- Opportunities for leadership experience for the Patrol Leader
- Opportunities for the Patrol members to gain leadership training through observation of the Patrol Leader and by accepting responsibilities within the Patrol
- The opportunity to belong to and work in an autonomous group within the overall structure of the Unit
- A secure environment in which members can test their physical, social, and mental abilities
- Opportunities for practising and expressing concern for others

- The opportunity to manage and administer Patrol property, finance, and other resources

Unit

A Unit is a group of Scouts who meet together on a regular basis.

Unit Council

The Unit Council is composed of the Patrol Leaders of the Unit who meet regularly in the presence of the Scout Leader. The Unit Council is responsible for the broad programme planning, routine Unit management and for the policies and operations of the Unit, which are within the capacity of the experience of Scouts. It is also responsible for the expenditure of Unit funds. Training of Patrol Leaders is also partly carried out through the Unit Council.



Meetings

As well as regular Unit meetings, Patrol meetings entirely on their own are encouraged and may take place at private homes and as expeditions.

Ceremonies

A Scout meeting commences with a Flag Parade or Flag Break. At the end of the meeting there is a Flag down or Flag Parade, notices, award of badges and then the Unit is dismissed. If someone is becoming a Scout for the first time an investiture will take place at the opening ceremony.

Scout Uniform

Scouts have specific uniform requirements. Compulsory items are marked with an asterisk.

Scout Button Up Shirt (sizes 10-20) *	Scout Shop	\$25
Shorts or trousers [dark blue, no jeans] *		
Woggle Fleur-de-lys*	Group	-
Scout Record Book *	Group	-
Covered shoes *		
Group polo shirt [with Group logo]	Group	\$25
Hat [baseball or bucket style] *	Scout Shop	\$10
Group Scarf	Group	-
Badges	Group	-
Jacket [with Scout logo]	Scout Shop	\$37
Scout Belt	Scout Shop	\$15.40

Venturer Scouts (ages 14 - 18)



Venturer Scouts is for young people between fourteen and a half to seventeen and a half years of age. The program is flexible allowing member to choose activities according to their own interests.

Unit

A group of Venturer Scouts who meet together on a regular basis form what is called "the Unit".

Adult leadership of the Unit is provided by a Venturer Scout Leader and Assistant Venturer Scout Leaders.

Uniform

For many activities and meetings, Venturer Scouts wear casual clothes. For more formal public and for ceremonial occasions, the Scout uniform is required.

Program

Venturing provides an attractive program of activities, self-government, leadership experience, companionship of their own age and helps to develop initiative and resourcefulness. By determining their own training needs it encourages young people to be self-motivating. Key elements of the program are selected from the following four development areas:

Community Involvement - Citizenship, Environment , First Aid, Service

Adventurous Activities - Expeditions, Outdoor , Initiative

Personal Growth - Expression, Lifestyle, Ideals, Pursuits

Leadership Development - Unit Management, Leadership Course, Vocations

The proportion of time devoted to each activity will depend on the preferences of the Unit Members but a well balance program will include activities from all areas.

Description Of Some Areas

Citizenship - As Venturer Scouts mature they should develop an understanding of how their community operates at a local, state and national level. In turn, they should investigate how they can equip themselves to be informed, useful citizens. This area is broad and involves studies of institutions important in the community, the place of Scouting and other youth organisations in the community, the operation of government at all levels, road and boating safety, employment opportunities, Trade Unions and other professional bodies.

Environment - A traditional area of Scouting is the appreciation of nature through outdoor activities such as astronomy, meteorology, geography, forestry, etc. In addition, concern for the quality of the environment and conservation for future generations has become prominent in citizenship. Thus a Venturer Scout's concern should extend to the prevention of human pollution of the air, water, beaches, roads and towns.

First Aid - First aid is an essential component of citizenship as it involves care for the human race. First aid is critical to serving the community, as it can often be the difference between life and death.

Expeditions - This is an important part of character building and can involve transport on foot, boat, four wheel drive provided that the expedition requires planning, an adventure into unfamiliar territory, some considerable physical effort and the absolute necessity for self-reliance, determination and co-operation among the party.

Expression - In an increasingly technological age there must be a corresponding emphasis on the development of artistic appreciation and performance in order to develop the whole person. This area would include visual arts (painting ,sculpture, film etc.), performing arts (music and theatricals) and the literary arts (poetry, journalism etc.)

Unit Council

The management body of the Venturer Scout Unit is called the Unit Council. The Unit Council comprises the adult Leaders of the Unit plus sufficient elected Venturer Scouts, to ensure Venturer Scouts predominate on the Council. The Chairperson of the Council is an elected Venturer Scout.

The Unit Council is responsible for managing Unit affairs including preparation and running of the program of activities, the appointment of activity leaders, finance of the Unit, supervision of Award Scheme standards and general discipline. Meetings are held at least once a month and separate to the Unit meeting. Yet they are also held briefly prior to and after the Unit meeting to check on progress. The Unit Council is also responsible for the initial drafting and annual review of the Unit Constitution. Venturer Scouts elected to the Unit Council will hold office until such time as the members of

the Venturer Scout Unit determine, but they should not exceed 12 months (including the Chairman).

Ceremonies

Venturer Scouts don't stand much on ceremony but nevertheless there are a few important Venturer Scout ceremonies. A Scout that is ready to become a Venturer Scout will be the focus of a linking ceremony. The earning of milestone awards in the Award scheme is recognised during a Formal Parade which is another name for a simple opening and closing ceremony incorporating flag break, prayer and notices.

Scouts who advance to Venturer Scouts or new members joining for the first time will make their promise during an Investiture ceremony.

The Queen's Scout Award Certificate presentation takes place at a special ceremony arranged by Branch Headquarters where it is usual for the Branch Chief Scout to make the presentation. The Queen's Scout Award is awarded and worn by the Venturer Scout before receiving the Royal certificate.

Uniform

Venturer Scouts have specific uniform requirements. Compulsory items are marked with an asterisk.

Venturer Scout Button Up Shirt (sizes 10-20) *	Scout Shop	\$25
Shorts or trousers [dark blue, no jeans] *		
Woggle Fleur-de-lys*	Group	-
Venturer Scout Record Book *	Group	-
Covered shoes *		
Group polo shirt [with Group logo]	Group	\$25
Hat [baseball or bucket style] *	Scout Shop	\$10
Group Scarf	Group	-
Badges	Group	-
Jacket [with Scout logo]	Scout Shop	\$37
Scout Belt	Scout Shop	\$15.40